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Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: All support is handled in English only.

PHONE: (800) 225-6588

Phone support is available from 7:00 a.m. to 7:00 p.m. (Pacific Time) every day of the week.

Please see the Limited Warranty contained within our Software License Agreement for warranty replacements. Our support representatives will help you determine if a replacement is necessary. If a replacement is appropriate we will issue an RMA number to process your replacement.

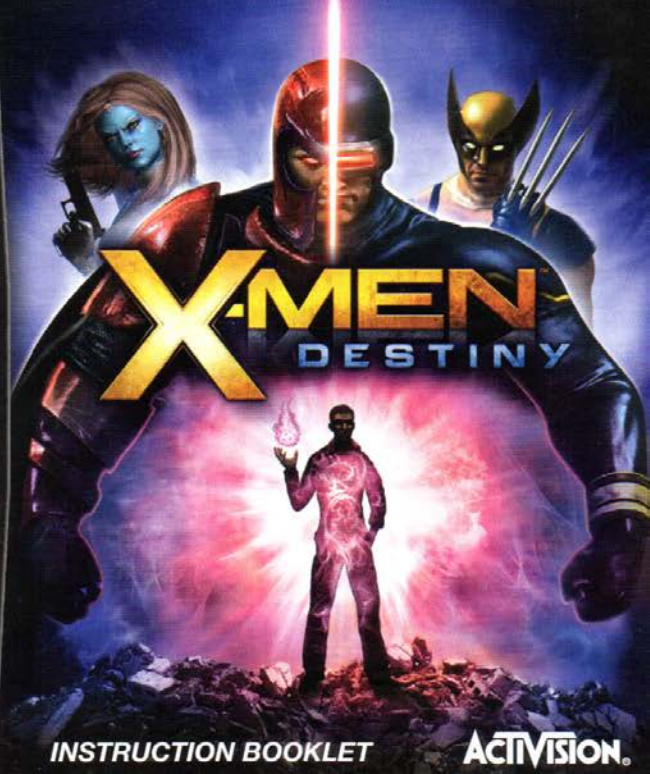
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NINTENDO DS™



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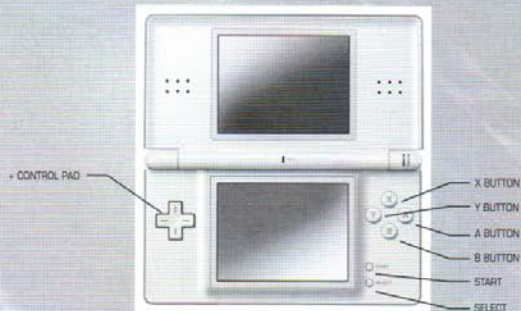
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GETTING STARTED

1. Insert the X-MEN™ DESTINY Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.

2. Turn the Power Button ON.

Note: The X-MEN DESTINY Game Card is for the Nintendo DS system only.



BASIC CONTROLS

+Control Pad	Move
Y Button	Tier 0 Power
Y Button (hold, then release)	Tier I Power
X Button	Tier II Power
A Button	Tier III Power; confirm selections
B Button	Tier IV Power; cancels selections
SELECT	Save the Game, must be on a checkpoint
START	Pause Menu

OPTION SCREEN CONTROLS

+Control Pad (Up/Down)	Navigate Menu Options
+Control Pad (Left/Right)	Cycle through Options
A Button	Select Button Options
B Button	Return to Previous Screen (exits without saving)
Y Button	Reset to Defaults

HEADS-UP DISPLAY (HUD)



1. HEALTH METER: Displays remaining (and maximum) health.

2. ENERGY METER: Displays remaining (and maximum) energy.

3. LEVEL MAP: A simplified version of the current level, the level map appears on the bottom screen during gameplay. Areas that have been explored appear light blue. Nearby, unexplored areas appear dark blue. Far away areas appear black.

4. CHECKPOINTS: These save points appear as a yellow circle on the level map.

GAME SCREENS



MAIN MAP

The MAIN MAP screen (shown left) displays an aerial view of San Francisco. Each of the game's eight levels are marked on the map as the player gains access to them.

The top screen displays information about the location, including location-specific achievement progress.

PAUSE MENU

The PAUSE MENU is activated by pressing START during gameplay. The top screen displays information about your current objective. The bottom screen allows access to the OPTIONS and STATS menu.

POWERS & COSTUMES

When standing on a CHECKPOINT, the PAUSE MENU allows access to the POWERS and COSTUMES menus.

The POWERS menu (shown right) allows you to review your character's powers and redistribute points as you see fit.

The COSTUMES menu allows you to view your character's costume. Once all four parts of a costume are acquired in the game, that costume becomes available.



GAMEPLAY SYSTEM

ENERGY

Energy is spent when you use a power (except Tier 0 attacks). Energy pick-ups will replenish your ENERGY METER. You can increase your maximum energy by adding points to the energy attribute in the POWERS menu.

POWERS

Your primary method of fighting enemies, POWERS can cause damage or bestow benefits on the player. You start out with one power, but will acquire more during gameplay and can upgrade them by adding points to them in the POWERS menu. You get points by achieving certain objectives.

STATUS EFFECTS

Some powers, either your or your enemy's, can cause STATUS EFFECTS. Most of these are temporary, and include: knockback, slow, stun, weaken, confusion, and more.

SAVING & CHECKPOINTS

A CHECKPOINT allows you to save your progress by pressing SELECT while standing on top of it. If you are defeated, you will begin at the last checkpoint that you activated. There is also a save point at the start of every level.

FOR MORE INFORMATION, GO TO www.XMenDestiny.com

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